



## *WHAT'S NEW?*

*VERSION 7.3*

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# INTRODUCTION

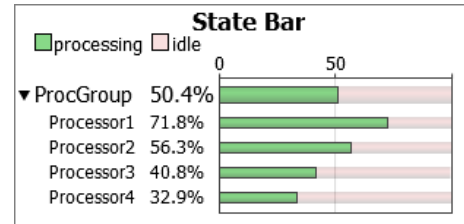
This document is meant to provide a more detailed overview of the new or improved features in FlexSim 7.3, the latest version of FlexSim's flagship general purpose simulation package. This edition of the software builds on version 7.1, adding features and improvements for ease of use, organization, and visuals.

Anyone can download FlexSim 7.3 at [www.flexsim.com](http://www.flexsim.com) to test its functionality in the free Express version. Users with current maintenance can upgrade their license through their FlexSim Account or within the FlexSim 7.3 software.



# DASHBOARDS AND STATISTICS

## Object Groups



Object groups can now be added to dashboard statistics widgets. Each member of the group can be viewed in a collapsible list, with the group average displayed at the top of the list. If the group membership is changed, those changes will automatically reflect in the dashboard widget.

## GUI Class Object

A GUI class model input widget has been added to the dashboard, allowing you to see a fully-fledged GUI inside a single widget.

## Dashboards

- Model Input objects now have an **alignment property** for left, center, and right alignment.
- **Multiple dashboard widgets can be selected** by holding the Ctrl key and clicking on the widgets.
- Model input widgets can be **copied** using the standard Ctrl+C (Copy) and Ctrl+V (Paste) hotkeys.

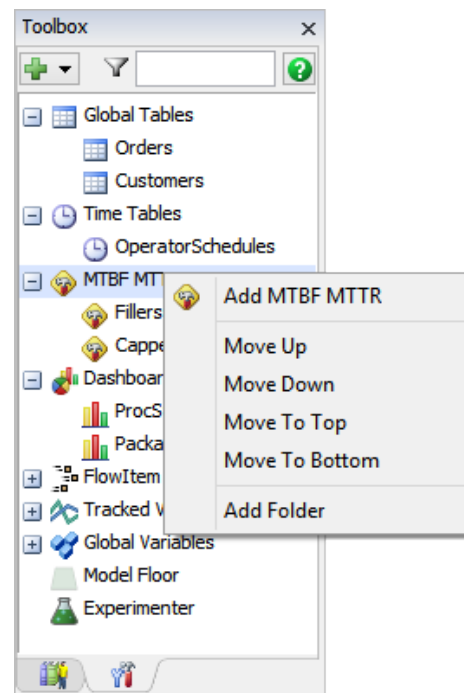
## Statistics/Excel

- Added additional distributions and FlexScript commands for use with **Stat::Fit**.
- Excel Import/Export has been updated to handle importing into bundles and exporting bundle data.



# TOOLS

## Toolbox



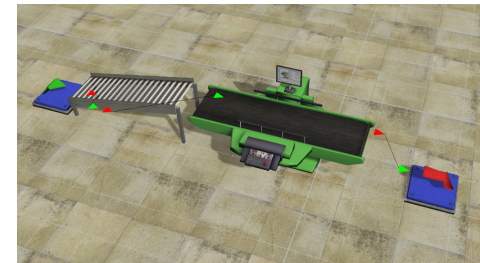
The Tools menu has been replaced with a Toolbox that opens in the left pane. All the modeling tools previously found in the Tools menu can be accessed here.



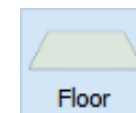
- The Toolbox intuitively displays those tools you use most to maximize your modeling workflow.
- The search box at the top of the Toolbox can be used to filter your existing tools by name.

- Tools can be easily created, organized into folders, or deleted with just a few mouse clicks.

## Model Floor



This new object, which can be accessed in the Visual section of the Library or in the new Toolbox, allows you to quickly display a color and/or image texture as the model floor. The model floor object extends out from all directions as far as the eye can see, and allows you to see shadows from model objects.



FlexSim 7.3 comes pre-packaged with several textures for flooring, including concrete, dirt, tile, and diamond plating.

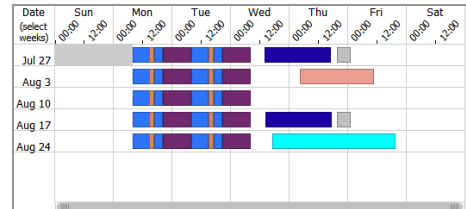
## AutoSave

AutoSave capability has been added to the Global Preferences. The settings can be changed in the Environment tab, and the

# TOOLS

default is set to save a model backup every 10 minutes. The model must have been saved at least once before the AutoSave feature starts to work.

## Date Based Mode



This new Time Tables mode provides an attractive, easy-to-use interface for scheduling by date. You can quickly click and drag to create a unique operating schedule. Specific events and even weeks can be copied to customize elsewhere.

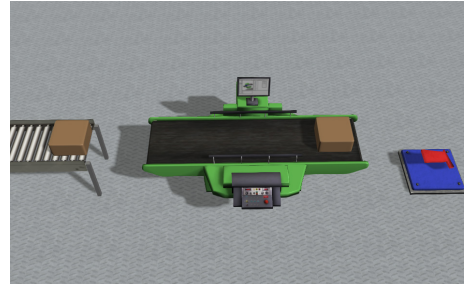
## Other

- **Stop Date & Time** has been added to the Experimenter.
- The Command Help now displays **search results**, making it easier to find the command you're looking for.



# VISUALIZATION AND ANIMATION

## Shadows/Shaders



**Shadows and shaders are officially out of beta and are enabled by default.** Coupled with the new floor object, models can be presented with these impressive visuals right out of the box, with no configuration necessary.

## Other Changes

- **Perspective aliasing** has been reduced, making some shadows appear less jagged.
- **Soft shadows** are now available. They can be enabled in the Global Preferences window under the Graphics tab.
- Improvements have been made to the **shadow view frustum fitting**, reducing clipping errors in the generated shadows.

## Monitor/Mouse Support

- **Improved support for Full Screen mode (F11)** in stereographic 3D and multiple monitor systems.

- **Improved support for stereographic 3D systems**, including shadow support.
- **Improved 3D mouse support.**

